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1 Analysis of a local-area wireless network
Diane Tang, Mary Baker
August 2000 **Proceedings of the 6th annual international conference on Mobile computing and networking**
Full text available: pdf(1.36 MB) Additional Information: full citation, abstract, references, citings, index terms

To understand better how users take advantage of wireless networks, we examine a twelve-week trace of a building-wide local-area wireless network. We analyze the network for overall user behavior (when and how intensively people use the network and how much they move around), overall network traffic and load characteristics (observed throughput and symmetry of incoming and outgoing traffic), and traffic characteristics from a user point of view (observed mix of applications and number of ho ...

Keywords: local-area wireless networks, network analysis

2 Applications: An analysis of Internet chat systems
Christian Dewes, Arne Wichmann, Anja Feldmann
October 2003 **Proceedings of the 2003 ACM SIGCOMM conference on Internet measurement**
Full text available: pdf(630.55 KB) Additional Information: full citation, references, index terms

Keywords: IRC, chat, network measurements

3 Community building in CVW
Tari Lin Fanderclai
December 1998 **ACM SIGGROUP Bulletin**, Volume 19 Issue 3
Full text available: pdf(512.71 KB) Additional Information: full citation, index terms

4 Characterizing user behavior and network performance in a public wireless LAN
Anand Balachandran, Geoffrey M. Voelker, Paramvir Bahl, P. Venkat Rangan
June 2002 **ACM SIGMETRICS Performance Evaluation Review , Proceedings of the**

2002 ACM SIGMETRICS international conference on Measurement and modeling of computer systems, Volume 30 Issue 1

Full text available: pdf(606.28 KB) Additional Information: full citation, abstract, references, citings

This paper presents and analyzes user behavior and network performance in a public-area wireless network using a workload captured at a well-attended ACM conference. The goals of our study are: (1) to extend our understanding of wireless user behavior and wireless network performance; (2) to characterize wireless users in terms of a parameterized model for use with analytic and simulation studies involving wireless LAN traffic; and (3) to apply our workload analysis results to issues in wireless ...

5 Strength guided motion

Philip Lee, Susanna Wei, Jianmin Zhao, Norman I. Badler

September 1990 **ACM SIGGRAPH Computer Graphics , Proceedings of the 17th annual conference on Computer graphics and interactive techniques**, Volume 24 Issue 4

Full text available: pdf(2.17 MB) Additional Information: full citation, references, citings, index terms

6 Speech and ambiguous input: Mediated voice communication via mobile IP

Chris Schmandt, Jang Kim, Kwan Lee, Gerardo Vallejo, Mark Ackerman

October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology**

Full text available: pdf(552.85 KB) Additional Information: full citation, abstract, references, citings, index terms

Impromptu is a mobile audio device which uses wireless Internet Protocol (IP) to access novel computer-mediated voice communication channels. These channels show the richness of IP-based communication as compared to conventional mobile telephony, adding audio processing and storage in the network, and flexible, user-centered call control protocols. These channels may be synchronous, asynchronous, or event-triggered, or even change modes as a function of other user activity. The demands of these ...

Keywords: audio user interfaces, computer-mediated communication, speech user interfaces, ubiquitous computing

7 Dynamic metrics for java

Bruno Dufour, Karel Driesen, Laurie Hendren, Clark Verbrugge

October 2003 **ACM SIGPLAN Notices , Proceedings of the 18th ACM SIGPLAN conference on Object-oriented programing, systems, languages, and applications**, Volume 38 Issue 11

Full text available: pdf(222.67 KB) Additional Information: full citation, abstract, references, citings, index terms

In order to perform meaningful experiments in optimizing compilation and run-time system design, researchers usually rely on a suite of benchmark programs of interest to the optimization technique under consideration. Programs are described as *numeric*, *memory-intensive*, *concurrent*, or *object-oriented*, based on a qualitative appraisal, in some cases with little justification. We believe it is beneficial to quantify the behaviour of programs with a concise and precisely ...

Keywords: Java, dynamic metrics, execution traces, optimization, profiling, program analysis, software metrics

8

Computing curricula 2001
September 2001 **Journal on Educational Resources in Computing (JERIC)**
Full text available: pdf(613.63 KB) html(2.78 KB) Additional Information: full citation, references, citings, index terms

9 Task analysis for groupware usability evaluation: Modeling shared-workspace tasks with the mechanics of collaboration
David Pinelle, Carl Gutwin, Saul Greenberg
December 2003 **ACM Transactions on Computer-Human Interaction (TOCHI)**, Volume 10 Issue 4
Full text available: pdf(224.02 KB) Additional Information: full citation, abstract, references, index terms

Researchers in Computer Supported Cooperative Work have recently developed discount evaluation methods for shared-workspace groupware. Most discount methods rely on some understanding of the context in which the groupware systems will be used, which means that evaluators need to model the tasks that groups will perform. However, existing task analysis schemes are not well suited to the needs of groupware evaluation: they either do not deal with collaboration issues, do not use an appropriate lev ...

Keywords: Groupware evaluation, Groupware usability, Mechanics of collaboration, Task analysis

10 Automatically extracting highlights for TV Baseball programs
Yong Rui, Anoop Gupta, Alex Acero
October 2000 **Proceedings of the eighth ACM international conference on Multimedia**
Full text available: pdf(1.08 MB) Additional Information: full citation, abstract, references, citings, index terms

In today's fast-paced world, while the number of channels of television programming available is increasing rapidly, the time available to watch them remains the same or is decreasing. Users desire the capability to watch the programs time-shifted (on-demand) and/or to watch just the highlights to save time. In this paper we explore how to provide for the latter capability, that is the ability to extract highlights automatically, so that viewing time can be reduced.

We focus on the sp ...

Keywords: audio, baseball, highlights, summarization, television, video

11 State replication for multiplayer games
Carsten Griwodz
April 2002 **Proceedings of the 1st workshop on Network and system support for games**
Full text available: pdf(70.97 KB) Additional Information: full citation, abstract, references, index terms

Massive multiplayer games have to cope with scalability problems that arise from the necessity of supporting network traffic for different game elements concurrently. In this paper, we show a simple means of separating these traffic styles in a proxy architecture by defining levels of urgency and relevance for each style. With this simple separation, low latency traffic styles can be preferred effectively over other traffic within the same game.We continue with a proposal for a middleware approa ...

Keywords: distribution infrastructure, games, middleware

12 WebCoM: a tool to use peer review to improve student interaction
Elaine Silva, Dilvan Moriera
March 2003 **Journal on Educational Resources in Computing (JERIC)**, Volume 3 Issue 1
Full text available: pdf(1.62 MB) Additional Information: full citation, abstract, references, index terms

The peer review, known by almost everyone in the academic world, is proposed as a method for computer science classes to improve interaction among student groups. By this method, groups of students publish their assignments over the Internet using the WebCoM tool developed to support this activity. A group of fellow students reviews their work and publishes their findings (in the Internet) also using the WebCoM tool. Finally, the two groups debate their points of view in front of the class (in t ...

Keywords: internet tools, peer review, teaching methods

13 A rapid turnaround multi-programming system
E. T. Irons
March 1965 **Communications of the ACM**, Volume 8 Issue 3
Full text available: pdf(872.47 KB) Additional Information: full citation, references, citings, index terms

14 The effectiveness of an open house
Frances Craig
October 1978 **Proceedings of the 6th annual ACM SIGUCCS conference on User services**
Full text available: pdf(313.65 KB) Additional Information: full citation, abstract, index terms

This paper discusses the strategies for an "Open House" to inform the user community of the resources and services offered by a university computer center. The orientation is directed toward faculty and graduate students, especially newcomers, at Carnegie-Mellon University. The paper discusses the development of these strategies to meet the goal of publicizing the resources and services of the Center. The major strategies selected for the Open House are to select a su ...

15 Astrolabe: A robust and scalable technology for distributed system monitoring, management, and data mining
Robbert Van Renesse, Kenneth P. Birman, Werner Vogels
May 2003 **ACM Transactions on Computer Systems (TOCS)**, Volume 21 Issue 2
Full text available: pdf(341.62 KB) Additional Information: full citation, abstract, references, index terms

Scalable management and self-organizational capabilities are emerging as central requirements for a generation of large-scale, highly dynamic, distributed applications. We have developed an entirely new distributed information management system called Astrolabe. Astrolabe collects large-scale system state, permitting rapid updates and providing on-the-fly attribute aggregation. This latter capability permits an application to locate a resource, and also offers a scalable way to track sys ...

Keywords: Aggregation, epidemic protocols, failure detection, gossip, membership, publish-subscribe, scalability

16 VIRTUS: a collaborative multi-user platform
Kurt Saar

February 1999 **Proceedings of the fourth symposium on Virtual reality modeling language**

Full text available: pdf(4.09 MB) Additional Information: full citation, references, citings, index terms

Keywords: VRML, VRML event model, architecture construction engineering (ACE), collaborative virtual environment (CVE), computer supported collaborative work (CSCW), dead reckoning, distributed environments, living worlds, multi-user technologies, virtual environments, virtual worlds

17 SIGCOMM 1- Software-hardware interactions: Network computer modeling

Edward K. Bowdon

August 1972 **Proceedings of the ACM annual conference - Volume 1**

Full text available: pdf(634.56 KB) Additional Information: full citation, abstract, references, citings

Network computers are becoming a reality in the seventies. While systems such as the ARPA network, Carnegie Mellon's PLN, the Collins C-System, CDC's Cybernet, and GE's Time Share Net are coming to fruition, even more grandiose systems are being discussed. These networks all offer the designer the potential of combining the advantages of data base sharing, resource sharing, and load leveling with those of message switching. From a postulation of the essential characteristics of a network compute ...

Keywords: computer efficiency, computer network, modeling and analysis, queueing theory, waiting time statistics

18 Outcomes assessment: Assessment of a course redesign: introductory computer programming using online modules

Nira Herrmann, Jeffrey L. Popyack, Bruce Char, Paul Zoski

March 2004 **Proceedings of the 35th SIGCSE technical symposium on Computer science education**

Full text available: pdf(206.29 KB) Additional Information: full citation, abstract, references, index terms

We assess the effectiveness of an extensive redesign of the first Computer Programming course offered to computer science and computer engineering majors. Our goals were to improve student learning while reducing costs by making use of substantial Web-based course material and course management tools, including multi-level online modules that individualize instruction and enable students to self-schedule learning each week. DFW rates and costs were significantly reduced by the redesign.

Keywords: CS1, assessment, cooperative learning, course management systems, hybrid courses, online course work, pedagogy

19 Column: A performance study of Bistro, a scalable upload architecture

William C. Cheng, Cheng-Fu Chou, Leana Golubchik, Samir Khuller

March 2002 **ACM SIGMETRICS Performance Evaluation Review**, Volume 29 Issue 4

Full text available: pdf(1.05 MB) Additional Information: full citation, abstract, references

Hot spots are a major obstacle to achieving scalability in the Internet. We have observed that the existence of hot spots in *upload* applications (whose examples include submission of income tax forms and conference paper submission) is largely due to approaching deadlines. The hot spot is exacerbated by the long transfer times. To address this problem, we proposed *Bistro*, a framework for building scalable wide-area upload applications, where we employ intermediaries, termed *bist* ...

20 Design strategies for active power reduction: UDSM (ultra-deep sub-micron)-aware post-layout power optimization for ultra low-power CMOS VLSI

Kyu-won Choi, Abhijit Chatterjee

August 2003 **Proceedings of the 2003 international symposium on Low power electronics and design**

Full text available: pdf(861.84 KB) Additional Information: full citation, abstract, references, index terms

In this paper, we propose an efficient approach to minimize total power (switching, short-circuit, and leakage power) without performance loss for ultra-low power CMOS circuits in nanometer technologies. We present a framework for combining supply/threshold voltage scaling, gate sizing, and interconnect scaling techniques for power optimization and propose an efficient heuristic algorithm which ensures that the total slack budget is maximal and the total power is minimal in the presence of back ...

Keywords: device and interconnect co-optimization, low-power design, nanometer design, time slack distribution

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tx.guns

Re: GH: AOL chats

... And many people couldn't get in, as the **chat room** has a **limited capacity**. Some of them had taken off work to get home in time for the event. ...
rec.arts.tv.soaps.abc - Sep 4, 1995 by Lynelle Foulk - View Thread (5 articles)

Re: Tanya Metaksa - AOL **Chat Room** Tonite

... a **limited capacity**). Then around 8:20 AOL broke my connection (system problem that's getting progressively worse). By the time I got back on, the **chat room** was ...
tx.guns - Oct 10, 1996 by Carl Speed - View Thread (2 articles)

Re: Interviewer responds...

... The only difference between a **chat room** and a mailing list or ... people who have been polarized by the **limited** communication **capacity** of electron ...
rec.arts.comics.dc.universe - Feb 15, 1999 by Roger B.A. Klorese - View Thread (14 articles)

NASA Hosts Web Chats For "Take Our Daughters To Work Day"

... Then, on April 23, go to the **chat room**, and follow directions," Krieg said. "Because the **capacity** for interactive questions is **limited**, a first-come, first ...
sci.space.news - Apr 21, 1998 by Ron Baalke - View Thread (1 article)

ALSD632 ALS-ON-LINE

... To access the living-with-als **chat room**, go to http://www.egroups.com ... Since the adult mammalian brain has **limited capacity** to generate new cells in response to ...
sci.med.diseases.als - Jul 17, 1999 by Bob Broedel - View Thread (1 article)

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... Take advantage of the full scale gaming **room** within the NightClub. ... 23+ & OVER VIP LOUNGE <=- (**Limited Capacity** of 500 people) PrivatE BAR - & - DANCE FLOOR ...
soc.culture.indian.telugu - Mar 24, 1997 by Selvin Mathew - View Thread (1 article)

GIRLS "**CHAT**" ON INTERNET WITH NOTABLE WOMEN ON DAUGHTERS' DAY

... on April 24, go to the **chat room**, and follow directions," said executive producer, Tish Krieg, who works at Ames. "We are **limited** by the **capacity** of mentors to ...
zipnews.gov.us.nasa - Apr 18, 1997 by NASA - View Thread (1 article)

Gary Taylor, technical diving authority online July 16

... com/**chat**.shtml (the shtml is correct!) The **chat room** works with all graphical browsers and requires no additional software. **Room capacity** is **limited**. ...
rec.scuba - Jul 11, 1996 by Rick Williams - View Thread (1 article)

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